

CLAIMS

We claim:

1. A multiple entry game form for a gaming event comprising:
 - a plurality of gaming spaces, each gaming space comprising:
 - a plurality of associated selection spaces, each gaming space including an equal number of associated selection spaces, each selection space having substantially the same location with respect to a gaming space being positioned in substantially the same location with respect to each of the gaming spaces for forming a set of selection spaces to enable a single game entry; and
 - a gaming space indicator for each gaming space.
2. The multiple entry game form of claim 1, wherein the form includes indicia printed on a substrate.
3. The multiple entry game form of claim 2, wherein the form is in a computer readable format.
4. The multiple entry game form of claim 1, wherein the form comprises an image displayed on a video screen display.
5. The multiple entry game form of claim 4, further comprising a player input element to enable player selection of at least one selection space for at least one entry into at least one game.
6. The multiple entry game form of claim 5, wherein the player input element includes a touch sensitive video display screen.
7. The multiple entry game form of claim 5, wherein the player input element includes an element for indexing a cursor to a selected game space and its associated selection spaces.

8. A multiple entry game display form for a gaming event comprising:
a plurality of gaming spaces, each gaming space comprising:
a plurality of selection spaces, each gaming space including an equal number of selection
spaces, the plurality of selection spaces in each gaming space having substantially the
same relative locations, each selection space in the same relative location in a gaming
space collectively forming a set of selection spaces for enabling a single game entry; and
a gaming space indicator for each gaming space.

9. The multiple entry game display form of claim 8, wherein the form includes indicia
printed on a substrate.

10. The multiple entry game display form of claim 9, wherein the form is in a computer
readable format.

11. The multiple entry game display form of claim 8, wherein the form comprises an image
displayed on a video screen display.

12. The multiple entry game display form of claim 11, further comprising at least one indicia
altering apparatus for a gaming event having a predetermined number of random outcomes, each
random outcome corresponding to one gaming space, and the at least one indicia altering
apparatus is configured for presenting each random outcome to a player by altering at least one
displayed game space indicator for one of the gaming spaces.

13. The multiple entry game display form of claim 12, further comprising at least one
computation display area for displaying game statistics of a player.

14. The multiple entry game display form of claim 11, further comprising at least one
computation display area for displaying game statistics of a player.

15. The multiple entry game display form of claim 8, further comprising at least one indicia altering apparatus for a gaming event having a predetermined number of random outcomes, each random outcome corresponding to one gaming space, and the at least one indicia altering apparatus is configured for presenting each random outcome to a player by altering at least one displayed game space indicator for one of the gaming spaces.

16. The multiple entry game display form of claim 15, further comprising at least one computation display area for displaying game statistics of a player.

17. The multiple entry game display form of claim 8, further comprising at least one computation display area for displaying game statistics of a player.

18. A method for mapping information from multiple sources onto a single image comprising:
providing a matrix of individual cells;
allocating each of the individual cells into an indicator space, each indicator space having unique indicia, and a plurality of associated selection spaces, said selection spaces each having a substantially similar location in relation to the indicator space for each individual cell, the indicator spaces and the selection spaces having substantially similar relative locations within each individual cell for the referencing of the present or absence of an information element in each of the selection spaces, selection spaces at the same relative location within each individual cell comprising a set of selection spaces; and
altering at least one selection space to include an information element.

19. The method according to claim 18, further comprising entering information in at least some of the selection spaces for a game having a set of randomly determined outcomes chosen from a number of outcomes identical to the number of individual cells, each individual cell assigned to only one outcome, each source of said multiple sources being represented by each set of selection spaces for enabling a single entry to the game.

20. The method according to claim 19, further comprising providing a representation of each randomly determined outcome in an indicator space.